



Fiscal 2026 Konami Group Interim Report

April 1, 2025 – September 30, 2025

KONAMI GROUP CORPORATION

To Our Shareholders

I sincerely hope that this report finds our shareholders in good health and happiness. I would like to express my genuine appreciation for your continued and generous support.

The first half of fiscal 2026 saw strong performances centered on the Digital Entertainment Business, driven by such titles as *eFootball™*, which is continuing to grow its global user base. The *Winning Eleven (Pro Evolution Soccer)* series, which was originally released in 1995, has rebranded to *eFootball™* and celebrated its 30th anniversary while also exceeding 900 million downloads in September 2025 across home consoles, PC, and mobile devices. I am pleased to report that both revenue and income performance reached record highs in the first half of the year for the second year in a row, thanks primarily to the live service business and its strong sports titles.

This strong performance has led to a year-on-year ¥17 increase in our interim dividend per share, bringing it to a record ¥83. We will aim to further increase dividend levels by expanding our business performance in the future.

With an eye to achieving our target for fiscal 2026 of achieving record-high revenue and profit for a third consecutive fiscal year, the KONAMI Group is pursuing a number of initiatives. In the field of Entertainment, we will accelerate our ongoing strategy of rebooting popular IPs. In the second quarter, we launched a remake in the *METAL GEAR* series and a brand-new title in the *SILENT HILL* series, and in November released a new title in the *Momotaro Dentetsu* series. We aim to increase revenue by utilizing popular IPs that have large fanbases in both Japan and overseas. In the field of Sports, as part of our efforts to focus on an asset-light business model, we plan to expand our contracts with local governments for the management of municipal sports facilities. In fiscal 2026, we have also begun such contracted

management for multiple municipal sports facilities in Tokyo, Saitama, and Osaka, and we will continue shifting to an asset-light business model.

In October 2025, KONAMI Group's next-generation R&D center, "Konami Creative Front Tokyo Bay," in Ariake, Tokyo commenced its operations. The cutting-edge facility is designed to allow creators to maximize their potential and was created to allow more active investment in human capital, thereby strengthening competitiveness and driving medium- to long-term growth.

The KONAMI Group continuously strives to catch the crest of the current era's wave in order to deliver innovative products and services around the world and thereby achieve further sustainable growth and enhance its corporate value.

As we work toward this goal, we would like to ask for the continued support of all of our shareholders.



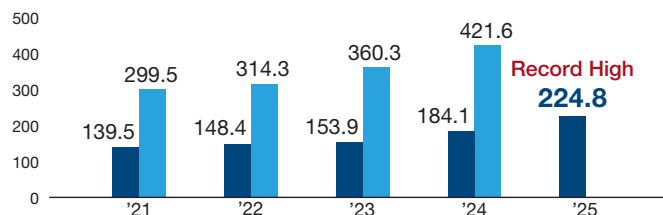
Kimihiko Higashio
Representative Director, President and Group CEO

Consolidated Financial Highlights

Note: Figures are in accordance with International Financial Reporting Standards (IFRS).

Total Revenue

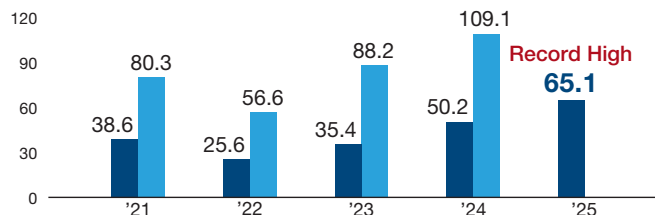
(¥ billion) ■ Interim ■ Annual



22.1% Increase
YoY

Business Profit

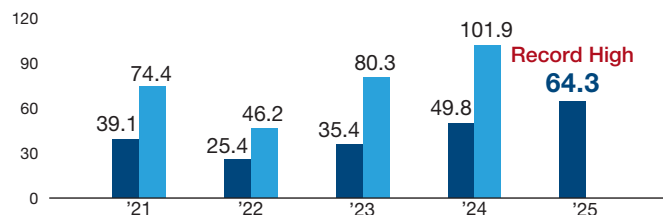
(¥ billion) ■ Interim ■ Annual



29.6% Increase
YoY

Operating Profit

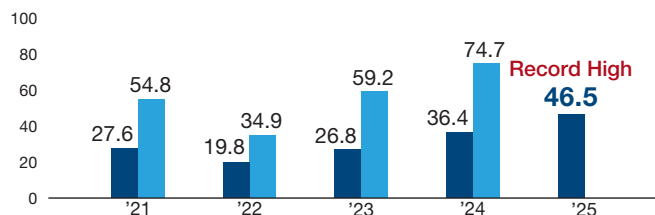
(¥ billion) ■ Interim ■ Annual



28.9% Increase
YoY

Profit Attributable to Owners of the Parent

(¥ billion) ■ Interim ■ Annual



27.7% Increase
YoY

In terms of the consolidated results for the six months ended September 30, 2025, total revenue amounted to ¥224,839 million (a year-on-year increase of 22.1%), business profit was ¥65,086 million (a year-on-year increase of 29.6%), operating profit was ¥64,268 million (a year-on-year increase of 28.9%), profit before income taxes was ¥65,238 million (a year-on-year increase of 28.3%), and profit attributable to owners of the parent was ¥46,486 million (a year-on-year increase of 27.7%).

In the Digital Entertainment Business, we implemented a major update for *eFootball™*, which is available for home consoles, PC, and mobile devices. In connection with this, we held a launch campaign to commemorate the start of the new season, and the title continued to perform well, with cumulative downloads surpassing 900 million globally as of September 2025. We also launched *METAL GEAR SOLID Δ: SNAKE EATER*, the ultimate survival stealth action experience, and *SILENT HILL f*, a new game set in Japan for the first time in the psychological horror series. Both titles have been well received by many customers, achieving initial sales exceeding one million units worldwide.

In the Amusement Business, *Monster Retsuden Oreca Battle 2* has continued to increase the number of units installed in arcades. Furthermore, we launched

Monster Retsuden Oreca Battle 2 Pandora no Medal, a medal game that allows players to use the original cards that they created in *Monster Retsuden Oreca Battle 2* to play the game. Finally, we launched operations of the latest entry in the *beatmania IIDX* series, *beatmania IIDX 33 Sparkle Shower*, which allows players to enjoy exhilarating musical experiences.

In the Gaming & Systems Business, the North American and the Australian markets remained stable. In slot machines, sales of the *DIMENSION 49™* and the *DIMENSION 27™* cabinets progressed well. In terms of gaming content, in the North American market, we launched the *K-Pow! Pig™* series which has gained popularity in the Australian market. Moreover, the *What the Duck™* series performed strongly. In the Australian market, the newly introduced *Power Panther™* series enjoyed popularity.

In the Sports Business, we expanded the use of the "Undo Juku Digital Note," previously implemented in swimming schools and highly appreciated by children and parents, to gymnastics and dance schools. For "Pilates Mirror," machine Pilates studios with mirrors on the ceiling, we opened 19 new studios, bringing the total number of studios to 72. "Pilates Mirror" has been well received by customers, with some of the studios having waiting lists for membership.

For more detailed financial data, please visit the Financial Information page on the KONAMI website.

<https://www.konami.com/ir/en/ir-data/>

Digital Entertainment



The First Brand-New Entry Set in Japan for the *SILENT HILL* Series Launched *SILENT HILL f*

First introduced in 1999, the *SILENT HILL* series has been widely acclaimed both in Japan and globally for its unique world-building. In September 2025, we launched *SILENT HILL f*, the latest title in the series.

This new title is the first brand-new installment to be launched in twelve years and marks the first entry set in Japan for the *SILENT HILL* series. Offering a psychological horror experience, the game allows players to dive into an unforgettable narrative and an artistic vision. The new story features new characters and settings, making it enjoyable for both newcomers and returning players. The title has received an overwhelmingly positive reaction from customers, with total global sales surpassing one million copies within two days of its release.

We are also working on a remake of the first game in the *SILENT HILL* series as well as a new title, *SILENT HILL: Townfall*, with plans to develop this series further going forward.

KONAMI will continue working to deliver titles in the *SILENT HILL* series that will be loved by our fans around the world.

Amusement



Released Medal Game Version of the Highly Acclaimed Title *Oreca Battle 2* *Monster Retsuden Oreca Battle 2 Pandora no Medal*

Monster Retsuden Oreca Battle 2 Pandora no Medal, KONAMI's medal game for amusement facilities launched in July 2025, is performing well.

Monster Retsuden Oreca Battle 2, another game in the series, is a sequel to the popular *Monster Retsuden Oreca Battle*, originally released in 2012. In the game, players can enjoy team battles using their one-of-a-kind "Oreca" cards as well as collecting and raising unique monsters and competing against other players.

This new offering is a medal game in which players battle characters from *Oreca Battle 2* to earn medals. A unique feature of this game is that players can use the monsters that they originally trained in *Oreca Battle 2*, making it appeal to both new and returning fans.

By integrating these two distinct gameplay styles, we aim to maximize the appeal of KONAMI arcade games.

Gaming & Systems



Featuring Cutting-Edge Technology and Dynamic Performance Announced New *Solstice*™ Series

KONAMI has announced its newest slot machine series, *Solstice*™.

Boasting four times greater computing power than its predecessor, *Solstice*™ incorporates the latest available technologies to ensure fluid and responsive gameplay. The hardware is characterized by unique, real-time lighting elements that interact with in-game features across a dynamic color spectrum as well as immersive special audio, offering customers the best possible gaming experience.

We debuted this new cabinet line with *Solstice 49C*™, featuring a 49-inch C-curve Ultra High-definition (UHD) display. We exhibited the *Solstice 49C*™ at the “Global Gaming Expo 2025,” one of the largest gaming exhibitions in the world held in Las Vegas in October, and shared its features with many industry professionals.

Through the *Solstice*™ series, KONAMI will continue to deliver products to satisfy even more customers.

Sports



Combining Exercise Instruction with ICT for Digitalized Lessons Expanding “Undo Juku Digital Note” to Gymnastics and Dance Schools

Konami Sports began introducing “Undo Juku Digital Note” to gymnastics and dance schools in May 2025.

In April 2022, we launched “Undo Juku Digital Note” at our swimming schools for use in lessons and, as of September 2025, it has been introduced to 91 facilities across Japan. Accessed using tablets, this program enables students to monitor their own movements, supporting the expansion of the scope of conventional instruction and the development of bodily awareness.

After use in swimming schools, we have further expanded “Undo Juku Digital Note” to gymnastics and dance schools. In 2025, we introduced the technology to 34 gymnastics schools and 29 dance schools to a positive reception among both children and parents.

Konami Sports will continue to actively promote “Undo Juku Digital Note” with an eye to providing services with added value.

KONAMI's Globally Beloved *eFootball™* Series Celebrates 30th Anniversary

Over its history, KONAMI has taken on challenges and transformations to create content beloved by fans worldwide.

The first title in the *eFootball™* series was released in 1995 and the series, which has been available on various platforms, celebrates its 30th anniversary this year. The first title, *J.League Jikkyou Winning Eleven*, became wildly popular by offering exciting gameplay that was easy to follow, even for beginners, combined with live commentary that adds a sense of presence. Since then, the *Winning Eleven (Pro Evolution Soccer)* series has undergone a number of evolutions and was rebranded as *eFootball™* in 2021. In addition to being available across multiple platforms, gameplay is now more realistic and immersive

than ever before. On top of that, in-game campaigns based on real matches and promotions with such world-famous star players as Lionel Messi and Lamine Yamal appointed as Global Ambassadors, have boosted the appeal of *eFootball™* even further, and today the series is enjoyed by football fans all over the world. As of September 2025, cumulative downloads exceeded 900 million for home consoles, PC, and mobile devices, and the game is receiving ever more acclaim both in Japan and globally.

We held the “*eFootball™* World Festival in Tokyo” to mark its 30th anniversary in July 2025, with many fans attending the event. At the event, we announced that July 21st, the day of the first game's release, has been recognized as “World *eFootball™* Day”



eFootball™

PlayStation®5, PlayStation®4, Xbox Series X/S, Xbox One, Windows, Steam®, iOS, Android



J.League Jikkyou Winning Eleven

Released on July 21, 1995

PlayStation®



“eFootball™ World Festival in Tokyo”
July 21, 2025 (Shibuya, Tokyo)

by the Japan Anniversary Association, and that we had acquired new licenses. We also hosted the official eSports tournament, “eFootball™ Championship 2025 World Finals,” at the same time. This was the sixth year we have held this championship, in which the players who won the preliminary qualifiers in a field of approximately 36.42 million participants from over 200 countries and regions around the world engaged in a top-level battle.

Furthermore, we have extended our partnership with Fédération Internationale de Football Association (FIFA) and announced that the “FIFAe World Cup,” which we have co-hosted since 2024, will continue to be held for both the mobile and console divisions in 2025 and 2026. The previous tournament attracted attention around the world, with over 14 million global participants, and the final competitions were livestreamed to the entire world, and exceeded a record-high of over 400,000 viewers.* Through such



“FIFAe World Cup 2025”
July–December 2025

offerings, we aim to create a structure to support eSports around the world well into the future.

In addition, in October 2025, KONAMI exhibited at the “Brasil Game Show 2025” as well as at the “gamescom asia x Thailand Game Show 2025.” We created a photo area where visitors could pose as in-game characters, a talk show with legends, and eSports tournaments, with the goal of sharing the appeal of *eFootball™* around the world.

As part of its celebration of the 30th anniversary of the *eFootball™* series, KONAMI has adopted the concept “PLAY CRAZY,” aiming to create connections with fans around the world built on shared excitement and passion.

* Total number of concurrent viewers across all channels, including on the official FIFAe YouTube channel.

Corporate Data

Company Name	KONAMI GROUP CORPORATION
Headquarters	1-11-1, Ginza, Chuo-ku, Tokyo 104-0061, Japan Tel: 81-3-6636-0573 Fax: 81-3-6893-1573
Founded	March 21, 1969
Incorporated	March 19, 1973
Total Equity	¥515 billion* (As of September 30, 2025) *Including paid-in capital of ¥47 billion
Consolidated Employees	9,268* (As of September 30, 2025) *Including temporary employees, converted at 160 hours per month
Website	https://www.konami.com

Shareholder Information

Fiscal Year-End	March 31
Ordinary General Meeting of Shareholders	June
Record Dates for Shareholders	Annual shareholders' meeting: March 31 Year-end dividend: March 31 Interim dividend: September 30 Other (when necessary): As announced in advance
Transfer Agent	Sumitomo Mitsui Trust Bank, Limited 1-4-1, Marunouchi, Chiyoda-ku, Tokyo, Japan
Location of Transfer Agent Handling Office	Sumitomo Mitsui Trust Bank, Limited Stock Transfer Agency Department 1-4-1, Marunouchi, Chiyoda-ku, Tokyo, Japan
Mailing Address	Sumitomo Mitsui Trust Bank, Limited Stock Transfer Agency Department 2-8-4, Izumi, Suginami-ku, Tokyo 168-0063, Japan
Website	https://www.smtb.jp/english
Public Notices	Shown on the Company's website: https://www.konami.com/ir/en/
Stock Exchange Listings	Tokyo and London

Stock Information

(As of September 30, 2025)

Common Stock	
Authorized	450,000,000 shares
Issued	143,500,000 shares (Including 7,943,404 treasury shares)
Number of Shareholders	23,274

The 10 Largest Shareholders

Shareholder's Name	Shares (Thousands)	Shareholding Ratio (%)
The Master Trust Bank of Japan, Ltd. (Trust Account)	27,035	18.84
Kozuki Foundation	17,100	11.92
KOZUKI HOLDING B.V.	15,700	10.94
Custody Bank of Japan, Ltd. (Trust Account)	14,126	9.84
KONAMI GROUP CORPORATION	7,943	5.54
Kozuki Capital Corporation	7,048	4.91
JP MORGAN CHASE BANK 380815	6,530	4.55
KOREA SECURITIES DEPOSITORY	2,353	1.64
STATE STREET BANK WEST CLIENT - TREATY 505234	2,340	1.63
HSBC HONG KONG-TREASURY SERVICES A/C ASIAN EQUITIES DERIVATIVES	2,151	1.50

Guide to Investor Relations (IR) Site

Our website includes an IR section that provides easy access to our latest financial information, news releases, and other relevant IR information.

<https://www.konami.com/ir/en/>